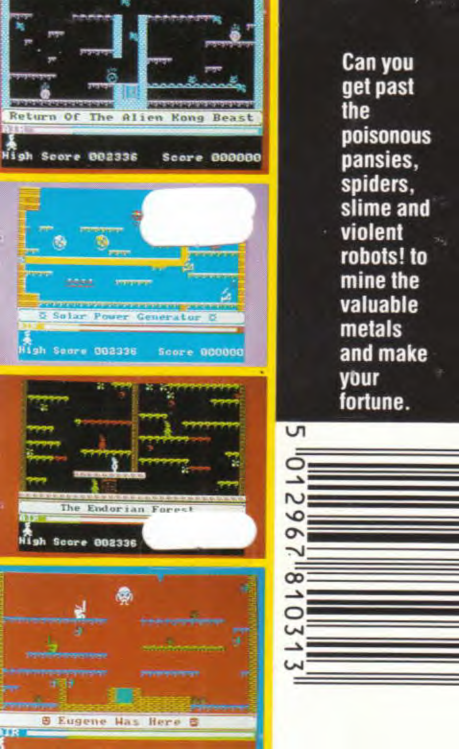
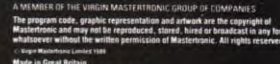


AMSTRAD · SCHNEIDER · 464 · 664 · 6128 · AM
MANIC
MINER
Mad·Mad·Mad
MASTERTRONIC added DIMENSION
NCB


Return Of The Alien Kong Beast
High Score 002336 Score 000000
Solar Power Generator
High Score 002336 Score 000000
The Endorian Forest
High Score 002336
Eugene Was Here
Can you get past the poisonous pansies, spiders, slime and violent robots! to mine the valuable metals and make your fortune.
5 012967 810313

Miner Willy, while prospecting down Surbiton way, stumbles upon an ancient, long forgotten mine-shaft. On further exploration, he finds evidence of a lost civilisation far superior to our own, which used automatons to dig deep into Earth's core to supply the essential raw materials for their advanced industry. After centuries of peace and prosperity, the civilisation was torn apart by war, and lapsed into a long dark age, abandoning their industry and machines. Nobody, however, thought to tell the mine robots to stop working, and through countless aeons they had steadily accumulated a huge stockpile of valuable metals and minerals, and Miner Willy realises that he now has the opportunity to make his fortune by finding the underground store.

In order to move to the next chamber, you must collect all the flashing keys in the room while avoiding nasties like POISONOUS PANSIES and SPIDERS and SLIME and worst of all, MANIC MINING ROBOTS. When you have all the keys, you can enter the portal which will now be flashing. The game ends when you have been 'got' or fallen heavily three times.





Made in Great Britain
Design: Words & Pictures Ltd., London.

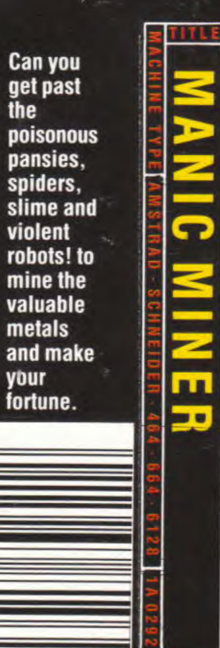

TITLE
MANIC MINER
MACHINE TYPE
AMSTRAD · SCHNEIDER · 464 · 664 · 6128
1A 0292

Return Of The Alien Kong Beast
High Score 002336 Score 000000

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